

syntheses

for ensemble

sophie stone

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sophie stone (2024)

a composition for organ(s) originally commissioned for amsterdam wandelweiser festival 2022 at orgelpark by dante boon

adapted for the free range orchestra: maureen wolloshin, sophie sirota, russell kitto, peter cook, nadia bailey, heledd francis wright and rachel hamilton.

- o a set of scores for any number of players and for any duration.
- o any number of scores can be played.
- o to be played slowly and as quietly as the instruments allow.
- o scores may be played simultaneously and/or consecutively.
- o the same score can be played independently by multiple players.
- o the instructions (e.g., A-E) correspond to the scores; some instructions are omitted (scores 1-3), and the players may make their own choices for dynamics and pitch.

dynamics:

- A. soft
- B. softer
- C. even softer
- D. softest
- E. no sound

pitch:

- a. any pitch
- b. high notes
- c. low notes
- d. middle notes
- e. no sound

sound(s) :

- 1. a single sustained note followed by a silence of the same length (repeat)
- 2. a single sustained note
- 3. sustained dyad
- 4. sustained dyad followed by a silence of the same length (repeat)
- 5. no sound

optional sound(s):

- I. a single sustained note followed by a silence of unequal length (repeat)
- II. a single sustained note
- III. sustained simultaneous sounds
- IV. air/breath sound
- V. no sound

scores 1-3: follow the score left to right according to your selected timeframe and play each line simultaneously, consecutively, or follow the lines cyclically. play according to the instructions. the omitted instructions (dynamics and pitch) may be interpreted and improvised by the player. optional sound(s) may be chosen at will if the player is unable to play the instructed sound(s) on their instrument.

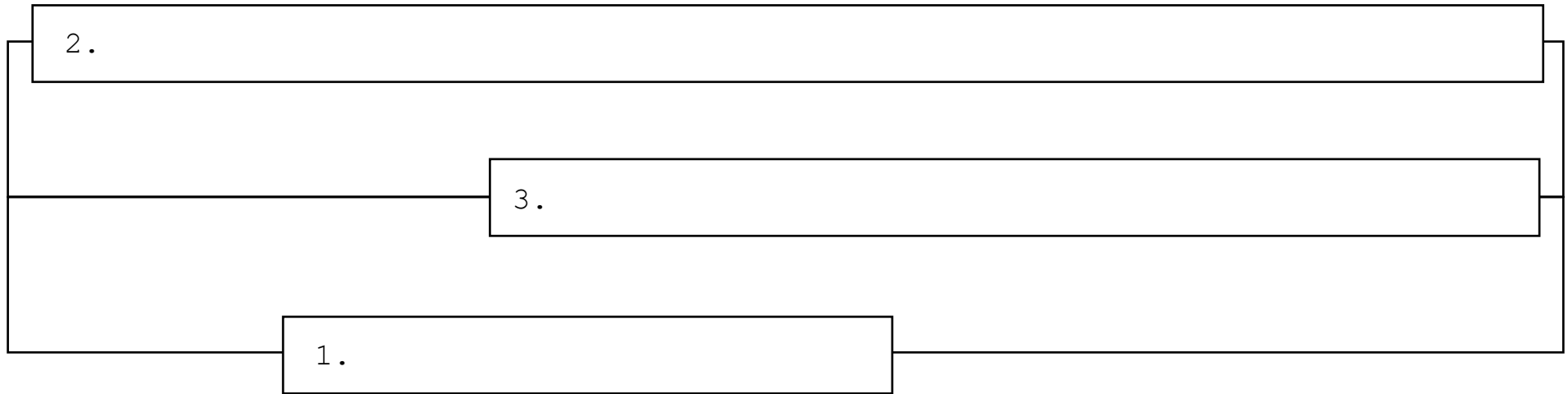
scores 4-7: choose a circle to start. play the instructions within this circle (simultaneously or gradually layering each instruction). choose a path and, for each circle visited, change one or more instructions to fit that circle. circles may be visited multiple times or not at all. when an optional sound is reached, players may choose to ignore the instruction, change their sound to the optional sound, or layer the sounds if their instrument allows.

score 8: choose an instruction to start and, at random, choose other instructions that will either replace or add to the previous instruction. the realisation will remain silent until an instruction for sound is reached. when an optional sound is reached, players may choose to ignore the instruction, change their sound to the optional sound, or layer the sounds if their instrument allows.

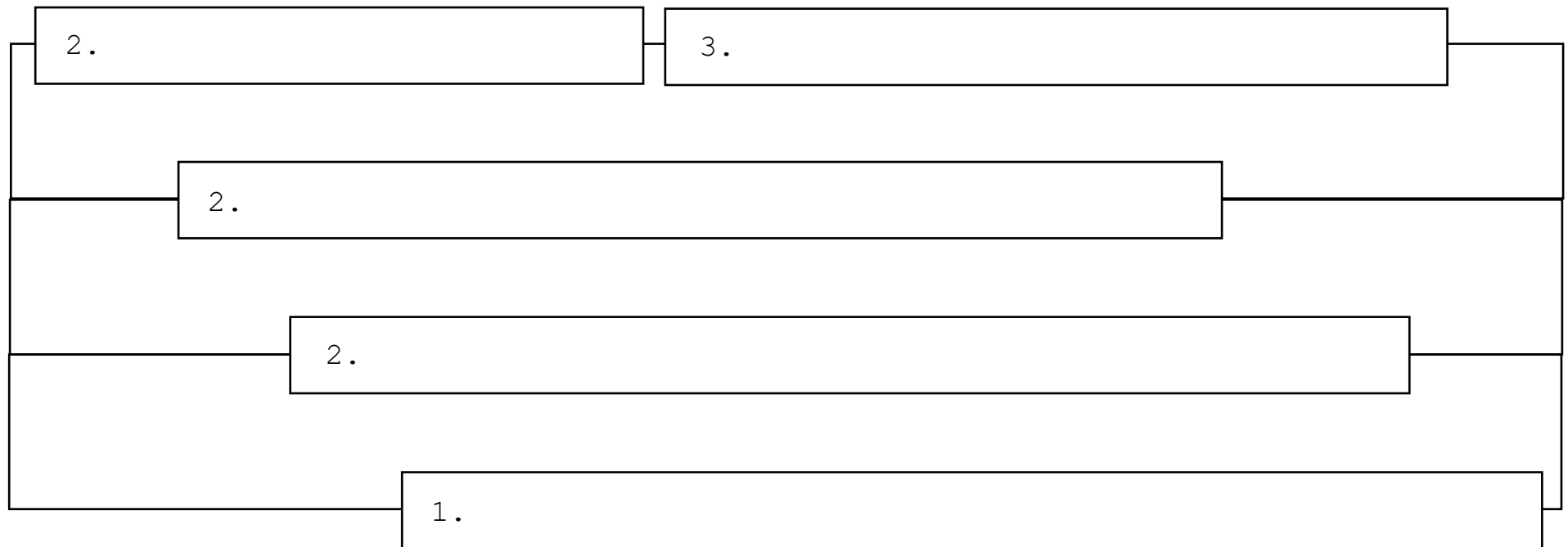
1.



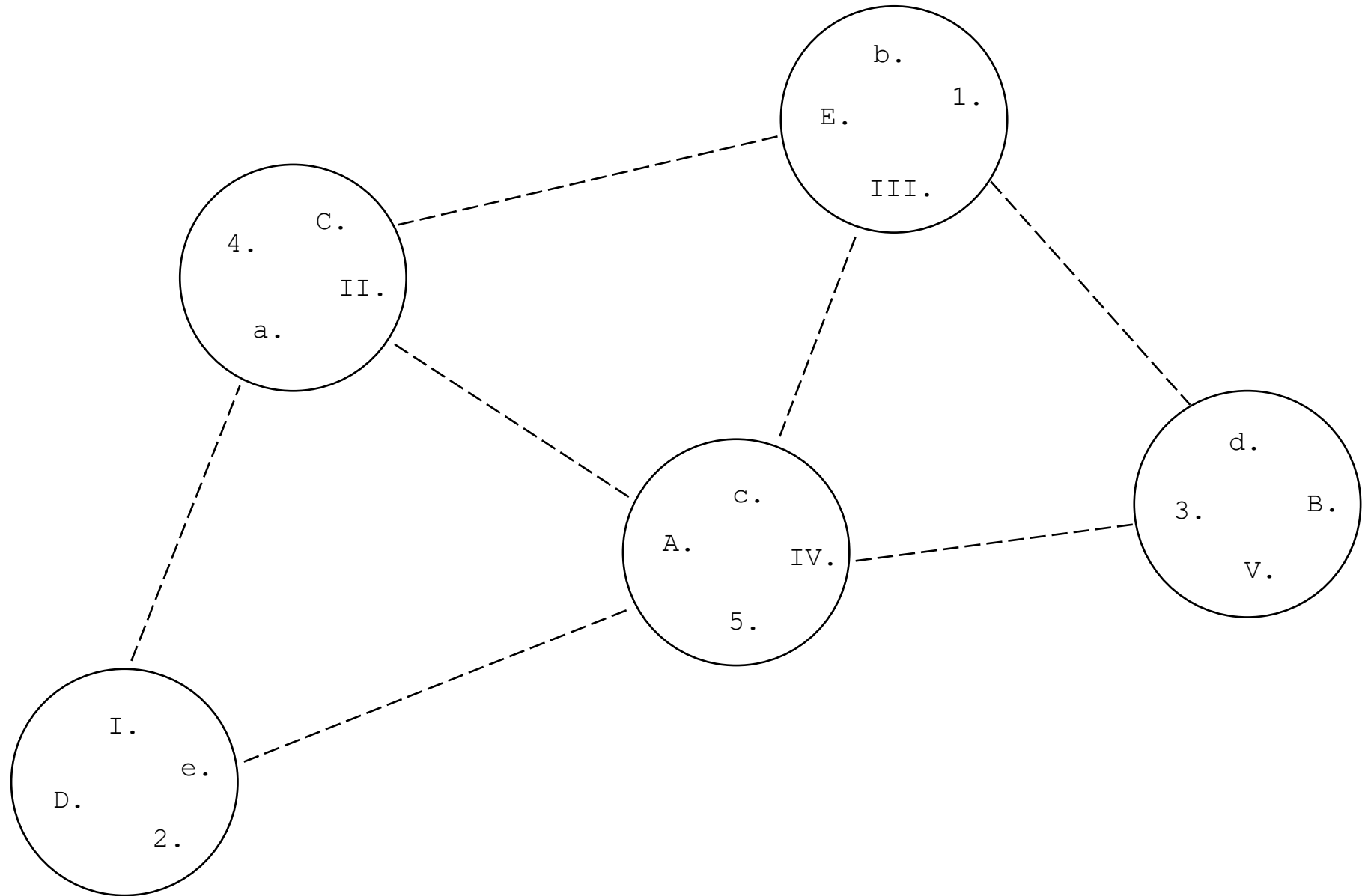
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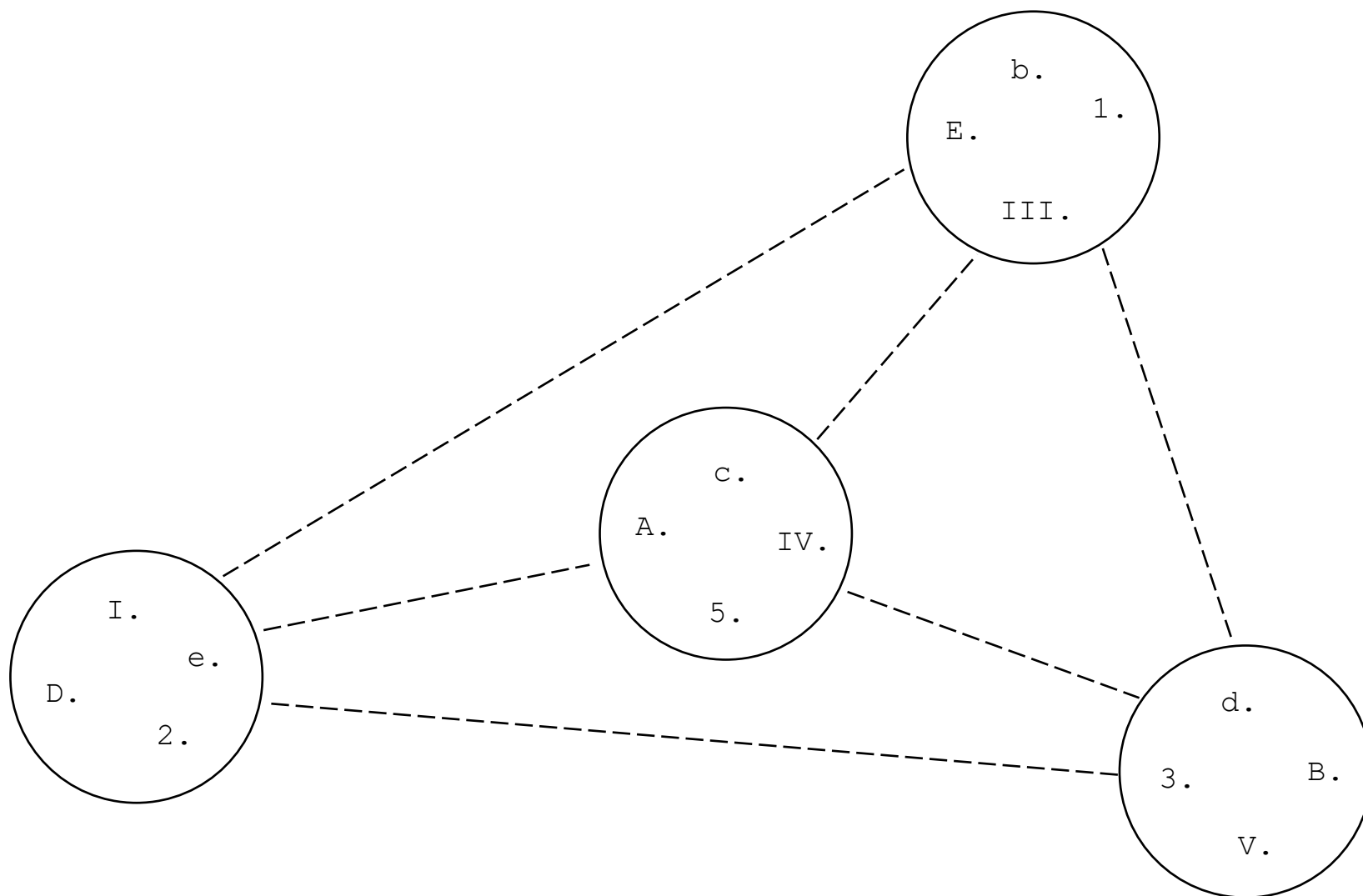
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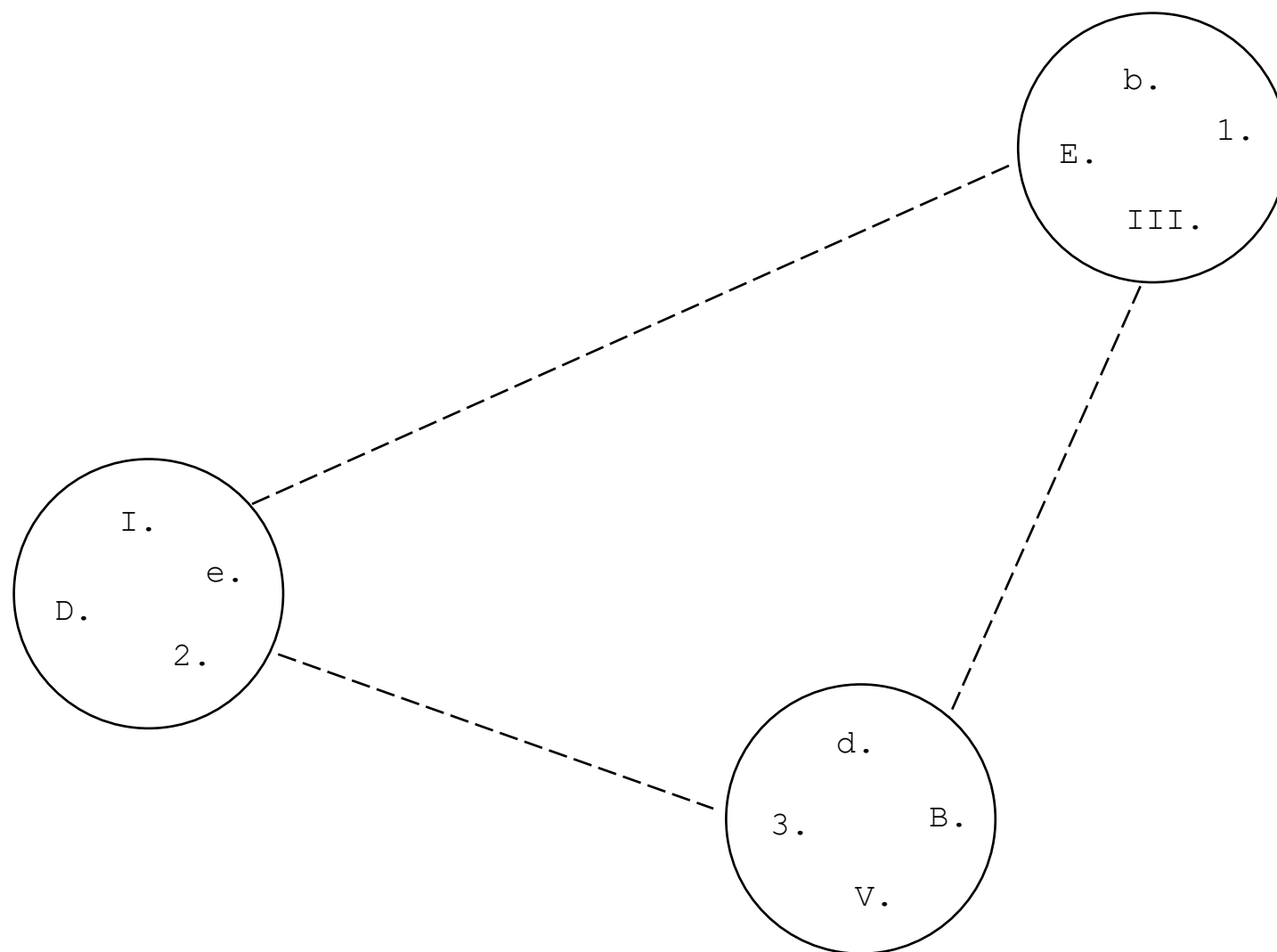
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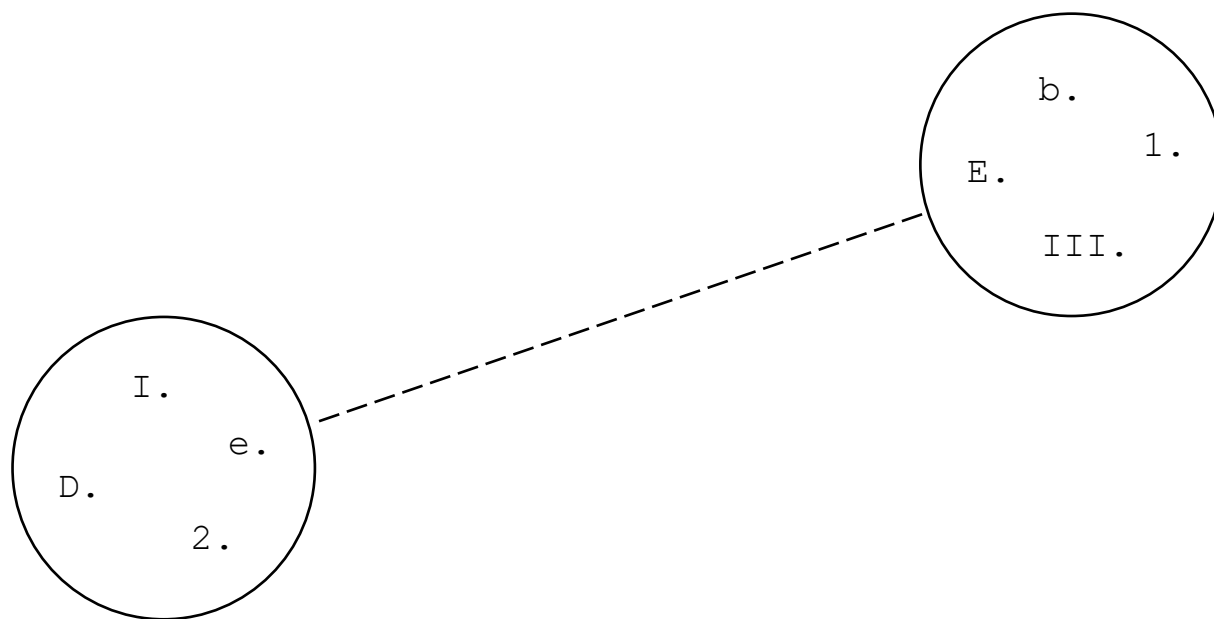
5.



6.



7.



8.

C.

1.

D.

II.

3.

e.

b.

III.

2.

E.

A.

IV.

d.

B.

5.

a.

I.

C.

4.

V.